TABLE OF CONTENTS

PREFACE 7

I UNLEASHING PLAYERS 9
Game and its modification 9
Product and process 15
Understanding gameplay 20
Reconfiguring textuality 26

II CULTURAL AND COMMERCIAL APPROPRIATION 37
Modding and participatory culture 37
Game development in context 47
Histories of modding 57
Modding simulations 64
Serious game development or intense play? 75

III DYNAMICS OF MODDING 87
Categorising modding practices 87
From interpretation to configuration 94
Sharing the idea of play 105
Private and public spaces 117

IV NEGOTIATING THE CODE 123
Playing with *the Sims* 123
Game space as canvas 135
Playing house, performing gender 145

V EXTENDING THE GAME 157
Pleasures and politics of simulation 157
From recycling to remediation 168
Kinky play: pornographic hacking and *The Sims* 178

CONCLUSION 185

REFERENCES 190

NOTES 210

INDEX 217